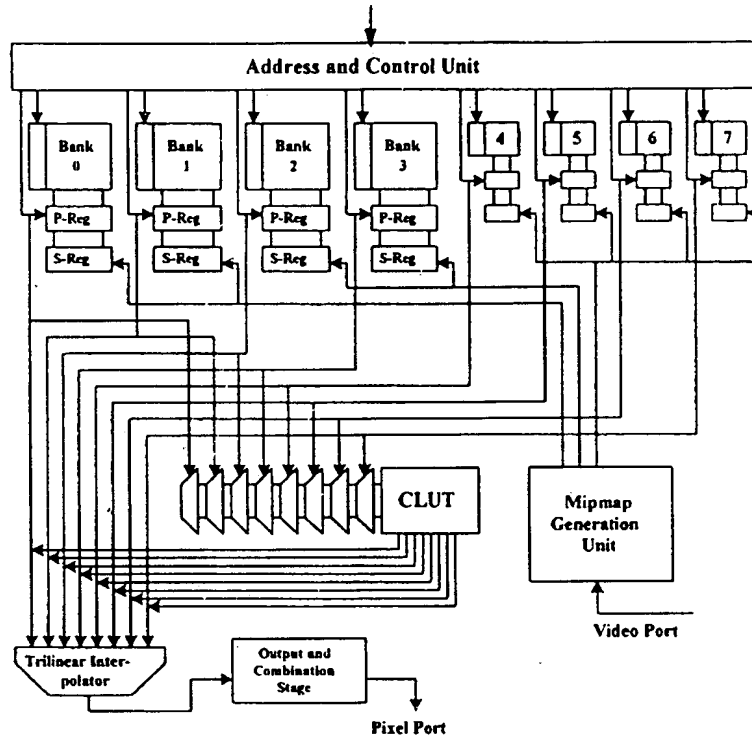




【Fig 3】 PRIOR ART

Texel coordinates, control information from rasterizer, texture data from host



【Fig 4】

0	1	0	1	0	1	0	1	0	1
2	3	2	3	2	3	2	3	2	3
0	1	0	1	0	1	0	1	0	1
2	3	2	3	2	3	2	3	2	3
0	1	0	1	0	1	0	1	0	1
2	3	2	3	2	3	2	3	2	3
0	1	0	1	0	1	0	1	0	1
2	3	2	3	2	3	2	3	2	3
0	1	0	1	0	1	0	1	0	1
2	3	2	3	2	3	2	3	2	3

(LOD i)

4	5	4	5	4	5
6	7	6	7	6	7
4	5	4	5	4	5
6	7	6	7	6	7
4	5	4	5	4	5
6	7	6	7	6	7

(LOD i+1)